

METHOD, APPARATUS, AND SYSTEM FOR ADAPTIVE PERFORMANCE LEVEL MANAGEMENT OF A GRAPHICS SYSTEM

ABSTRACT

A graphics system adapts a performance level to be sufficient to maintain a performance criterion in an acceptable range. In one embodiment, at least one utilization parameter of the core clock domain and the memory clock domain is monitored. In response to detecting an over-utilization condition, the performance level is increased to maintain the desired minimum number of frames per second. In response to detecting an under-utilization condition, the performance level is decreased to reduce power consumption and increase the lifetime of the graphics system.

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